

	Type	Hits	Search Text
1	IS&R	1	("5819206").PN.
2	IS&R	1	("5813406").PN.
3	IS&R	1	("5807114").PN.
4	IS&R	0	("motionadsensorandvideonearhelmut").PN.
5	IS&R	0	("motionandbodysuit").PN.
6	BRS	3140	glove and sensors
7	BRS	106	@py<1999 and (glove and sensors) and virtual adj reality
8	BRS	462	automobile adj design
9	BRS	306	@py<1999 and (automobile adj design)
10	BRS	10	(@py<1999 and (automobile adj design)) and simulation
11	BRS	1329	CAD and (automobile or car)
12	BRS	460	@py<1999 and (CAD and (automobile or car))
13	BRS	3	CAD near (automobile or car)
14	BRS	62	(automotive or car) near (endurance or evaluation)
15	BRS	4	(automotive or car) near (computer adj design)
16	BRS	3	(automotive or car) near (computer near simulation)
17	BRS	1	(automotive or car) near (design near simulation)
18	BRS	0	(aircraft and simulator) near avatar
19	BRS	0	(aircraft and simulator)
20	BRS	41505	airplane simulator
21	BRS	41799	(airplane simulator) and virtual reality
22	BRS	19271	@py<1999 and ((airplane simulator) and virtual reality)
23	BRS	42775	car and virtual reality
24	BRS	19303	@py<1999 and (car and virtual reality)
25	BRS	14	(car adj motion) and (design near virtual reality)
26	BRS	6	(automobile adj motion) and (design near virtual reality)
27	BRS	18499	@py<1999 and ((automobile adj motion) near virtual reality)
28	BRS	0	((@py<1999 and ((automobile adj motion) near virtual reality)) and (345.ccls.)
29	BRS	0	((@py<1999 and ((automobile adj motion) near virtual reality)) and 345.ccls
30	BRS	0	((@py<1999 and ((automobile adj motion) near virtual reality)) and 703.ccls.
31	BRS	39311	(automobile adj motion) near virtual reality
32	BRS	18499	@py<1999 and ((automobile adj motion) near virtual reality)
33	BRS	39316	vechicle and virtual reality
34	BRS	18502	@py<1999 and (vechicle and virtual reality)
35	BRS	13	((@py<1999 and (vechicle and virtual reality)) and motion near capture
36	BRS	0	vechicle and virtual adj reality
37	BRS	0	vechicle and (virtual adj reality)
38	BRS	43	345/737
39	BRS	318	345/751
40	BRS	57	345/758
41	BRS	56	345/782

	Type	L #	Hits	Search Text	DBs	Time Stamp
1	BRS	L1	116	364/801	USPAT; US-PGPUB	2003/09/05 15:41
2	BRS	L2	4498	364/578	USPAT; US-PGPUB	2003/09/05 15:41
3	BRS	L3	2721	@py<1999 and L2	USPAT; US-PGPUB	2003/09/05 15:44
4	BRS	L4	38560	L3 and virtual reality	USPAT; US-PGPUB	2003/09/05 15:43
5	BRS	L5	3410	@py<2000 and L2	USPAT; US-PGPUB	2003/09/05 15:46
6	BRS	L6	2394	@py<2000 and L2 and design	USPAT; US-PGPUB	2003/09/05 15:47
7	BRS	L7	217	@py<2000 and L2 and design and vehicle	USPAT; US-PGPUB	2003/09/05 15:47

	Type	Hits	Search Text
1	IS&R	1	("5919045").PN.
2	BRS	0	avitar and motion adj capture
3	BRS	0	avitor and motion adj capture
4	BRS	20	avatar and motion adj capture
5	BRS	0	avatar and vitual and human
6	BRS	442	avatar and method
7	BRS	6462804	@py<2000
8	BRS	1680	@py<2000 and K6
9	BRS	127586	@py<2000 and (automobile or car)
10	BRS	131	(@py<2000 and K6) and (automobile or car)
11	BRS	56	345/757
12	BRS	4	@py<1999 and 345/757
13	BRS	1	345/733-734
14	BRS	43	345/737
15	BRS	102265	virtual adj reality and automobile or car
16	BRS	59311	@py<1999 and (virtual adj reality and automobile or car)
17	BRS	5291	(@py<1999 and (virtual adj reality and automobile or car)) and sensors
18	BRS	243476	(@py<1999 and (virtual adj reality and automobile or car)) and motion sensors
19	BRS	0	human near digital near motion and ((@py<1999 and (virtual adj reality and automobile or car)) and motion sensors)
20	BRS	421941	human or motion and ((@py<1999 and (virtual adj reality and automobile or car)) and motion sensors)
21	BRS	372661	human or motion and (@py<1999 and (virtual adj reality and automobile or car))
22	BRS	38195	automobile and vitrual reality
23	BRS	17896	@py<1999 and (automobile and vitrual reality)
24	BRS	383876	(@py<1999 and (automobile and vitrual reality)) and motion sensor
25	BRS	3224	(@py<1999 and (automobile and vitrual reality)) and sensor
26	BRS	83382	virtual reality and (automobile or car)
27	BRS	29244	@py<1999 and (virtual reality and (automobile or car))
28	BRS	81429	virtual human and (@py<1999 and (virtual reality and (automobile or car)))
29	BRS	2141	(virtual human and (@py<1999 and (virtual reality and (automobile or car)))) and simulator
30	BRS	1032	463/36
31	BRS	412	@py<1999 and "L32"
32	BRS	38195	(@py<1999 and "L32") and vitrual reality
33	BRS	38195	463/36 and vitrual reality
34	BRS	69186	vechicle design and virtual reality
35	BRS	29176	@py<1999 and (vechicle design and virtual reality)
36	BRS	1032171	(@py<1999 and (vechicle design and virtual reality)) and human body
37	BRS	1059018	vechicle design and virtual reality and human body
38	BRS	665013	@py<1999 and (vechicle design and virtual reality and human body)

	Type	Hits	Search Text
1	IS&R	720	((382/154.ccls.)and(345/156.ccls.)).CCLS.
2	BRS	202	@py<2000 AND (((382/154.ccls.)and(345/156.ccls.)).CCLS.)
3	BRS	26	(@py<2000 AND (((382/154.ccls.)and(345/156.ccls.)).CCLS.)) AND CAD
4	BRS	0	(364/512.ccls) AND (356/167.CCLS)
5	IS&R	92	((342/365.ccls.)and(364/488.ccls.)).CCLS.
6	IS&R	0	((426/237.ccls)andL14).CCLS.
7	IS&R	212	((342/165.ccls.)and(364/232.ccls.)).CCLS.
8	IS&R	0	("L16andshelter").PN.
9	IS&R	0	("shelterandL13").PN.
10	IS&R	39	((342/365.ccls.)and(364/488.ccls.)).CCLS.
11	IS&R	0	("computeradjsimulationandL13").PN.
12	IS&R	1	("6048366").PN.
13	IS&R	1	("6048366").PN.
14	BRS	1	6048366.URPN.
15	BRS	3	"6048366"
16	BRS	1	6048366.URPN.
17	BRS	1	6048366.URPN.
18	BRS	1	6048366.URPN.
19	BRS	0	6256602.URPN.
20	BRS	0	6256602.URPN.
21	BRS	0	6256602.URPN.
22	IS&R	0	((703/8.ccls)and(706/45.ccls.)).CCLS.
23	IS&R	0	((703/8.ccls)).CCLS.
24	IS&R	0	(703/8.ccls).CCLS.
25	BRS	0	703/8.ccls
26	IS&R	0	(703/8.ccls).CCLS.
27	IS&R	241	(703/8).CCLS.
28	BRS	4933	virtual adj reality
29	BRS	1404	@py<2000 and (virtual adj reality)
30	BRS	84	(@py<2000 and (virtual adj reality)) and automobile
31	BRS	214	(@py<2000 and (virtual adj reality)) and (car or automobile)
32	BRS	154	((@py<2000 and (virtual adj reality)) and (car or automobile)) and process

	Type	L #	Hits	Search Text	DBs	Time Stamp
1	IS&R	L1	1	("5919045").PN.	USPAT; US-PGPUB	2003/09/05 11:29
2	BRS	L2	0	avitar and motion adj capture	USPAT; US-PGPUB	2003/09/05 11:29
3	BRS	L3	0	avitor and motion adj capture	USPAT; US-PGPUB	2003/09/05 11:30
4	BRS	L4	20	avator and motion adj capture	USPAT; US-PGPUB	2003/09/05 11:31
5	BRS	L5	0	avator and vitual and human	USPAT; US-PGPUB	2003/09/05 11:31
6	BRS	L6	442	avator and method	USPAT; US-PGPUB	2003/09/05 11:32
7	BRS	L7	6462804	@py<2000	USPAT; US-PGPUB	2003/09/05 11:32
8	BRS	L8	1680	@py<2000 and K6	USPAT; US-PGPUB	2003/09/05 11:34
9	BRS	L9	127586	L7 and (automobile or car)	USPAT; US-PGPUB	2003/09/05 11:34
10	BRS	L10	131	L8 and (automobile or car)	USPAT; US-PGPUB	2003/09/05 11:36
11	BRS	L11	56	345/757	USPAT; US-PGPUB	2003/09/05 11:39
12	BRS	L12	4	@py<1999 and L11	USPAT; US-PGPUB	2003/09/05 11:38
13	BRS	L13	1	345/733-734	USPAT; US-PGPUB	2003/09/05 11:39
14	BRS	L14	43	345/737	USPAT; US-PGPUB	2003/09/05 11:40
15	BRS	L15	102265	virtual adj reality and automobile or car	USPAT; US-PGPUB	2003/09/05 11:40
16	BRS	L16	59311	@py<1999 and L15	USPAT; US-PGPUB	2003/09/05 11:41
17	BRS	L17	5291	L16 and sensors	USPAT; US-PGPUB	2003/09/05 11:41
18	BRS	L18	243476	L16 and motion sensors	USPAT; US-PGPUB	2003/09/05 11:43
19	BRS	L19	0	human near digital near motion and L18	USPAT; US-PGPUB	2003/09/05 11:44
20	BRS	L20	421941	human or motion and L18	USPAT; US-PGPUB	2003/09/05 11:44
21	BRS	L21	372661	human or motion and L16	USPAT; US-PGPUB	2003/09/05 11:45
22	BRS	L22	38195	automobile and virtual reality	USPAT; US-PGPUB	2003/09/05 11:45
23	BRS	L23	17896	@py<1999 and L22	USPAT; US-PGPUB	2003/09/05 11:46
24	BRS	L24	383876	L23 and motion sensor	USPAT; US-PGPUB	2003/09/05 11:47
25	BRS	L25	3224	L23 and sensor	USPAT; US-PGPUB	2003/09/05 11:48